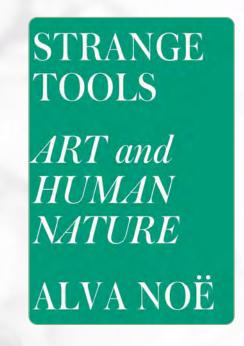


ALVA NOË'S STRANGE TOOLS = ART+PHILOSOPHY

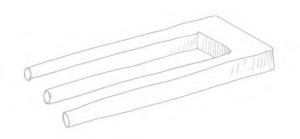
"My name is someone and no one. I have borne witness to the world: I have confessed the strangeness of the world." -Jorge Luis Borges

- Alva Noë's studies of perception & 'perpetual consciousness' are the roots of why strange tools is evoked as a metaphor
 - Enactive / actionist position (perception is not in brain, but action something we do...)
 - Seeing is active Seeing transforms Seeing is strange Seeing organizes' us -
- The Way of Art+Philosophy ties to The Question of Technology Technology is not about 'gadgets' but a way of organizing life and how this sycronization of life' can be interventions (pedagogical); activiated to improve lives and change the conditions of seeing itself.
 - Art is an engagment with techological questions (as a strange tool) a tunning to the way'
 - But the 'job' of art is philosophical (not material alone) (Art as Experience Dewey)
 - Philosophy is an aristic practice' -
 - a material practice that rethinks what materials are and why they are used in certian ways...



https://www.youtube.com/watch?v=VcidL9uXw6A
Alva Noë's 'Talks at Google' about Strange Tools

WHAT ARE STRANGE TOOLS?



CRITICAL ART?

• "I have been arguing ...that art is disruptive and destabilizing, and also that it is a mode of investigation, a form of research aiming at transformation and reorganization. Art investigates or exposes by destabilizing." - Alva Noe



'cave art' was 'in motion' -Marc Azema - ...strange...

"Critical Art is an art that aims to produce a new perception of the world, and therefore create a commitment to its transformation. This schema, very simple in appearance, is actually the conjunction of three processes. First, the production of a sensory form of "strangeness"; second, the development of an awareness of the reason for that strangeness; and third, a mobilization of individuals as a result of that awareness." – Jacques Rancière

STRANGE TOOLS (SORT OF... EXAMPLES)

Strange Tool making is a practice that is concerned with future design proposals of a critical nature. The aim is not to present commercially—driven products but to design proposals that identify and debate crucial issues that might happen in the future.

As such Art Inquiry, BioDesign, Speculative Design, Immersive Storytelling, etc., are all methods that are concerned with future consequences and implications of the relationship between science, technology, art, and human experience.

https://www.stickyinnovation.com

BioDesign challenge at The Parsons School of Design & MOMA https://www.biodesignchallenge.org/

Strange Tools Developed in STRL: 'Propolis Trap' & 'Lifebrik*' [*2020 best field research award winner] BioDesign









- Takes Seriously 'Art' being a primary research methodology
- Five Areas of cultivation for the STRL:
 - Arts-Based Research (Art as Knowledge Production)
 - Sticky Innovation (Bio-Design)
 - Neuroaesthetics (Tools for Perceptual 'Data')
 - Sensorium (Sensory Replacement, Augmentation, Addition)
 - Speculative Design (Narrative Inquiry)
- The Bio Art Lab (SVA) Susanne Anker
- RAAAF (Rietveld Architecture-Art-Affordances) Eric Rietvield







THE HABERMAS MACHINE



- 2011-2017
- Philosophy 'without writing'
 - Can one make a work of art that is not art? (Duchamp)
 - Can one make a work of philosophy that is not Philosophy?



